

Dissertation „Games and aids for gravely visually handicapped children and their seeing coevals" have four parts. The first part is occupied with theory of plays, the second one deal with didactics, compensatory and those aids, which are appointed to plays.

The third chapter engages in production of tactile games, books and aids. The topics are materials, that can be used, and things which should be avoided.

The fourth part includes illustrations of concrete games, books and aids which are suitable for gravely visually handicapped children and their seeing coevals. The crucial fact is that not a single side is advantaged.

This part describes commonly made games which could be used without any editing or with slight editing. There are also placed famous party games, books and aids, which are inevitable to be completely made in as follows special edition. This part contains also games and aids primarily developed for gravely visually handicapped children. But also this games and aids can be used by intact children and all people who play with gravely visually handicapped.